Claim Amendments

1.   (Currently amended) A method for use in a client computer, the method comprising:

receiving at ~~the~~ a first client computer a media stream from a server computer in a network system, the media stream being simultaneously streamed to multiple client computers including the first client computer and a second client computer;

buffering at the first client computer media of the received media stream;

detecting at the first client computer when the media stream received from the server computer in the network system has become globally unsynchronized with ~~a corresponding~~ the media stream being simultaneously streamed to ~~another~~ the second client computer, the media stream received by the first client computer being globally unsynchronized with the media stream being streamed to the second client computer when the media in the buffer at the first client computer is greater than ~~the~~ a first amount or is less than a second amount, and wherein the first client computer determines that it is globally unsynchronized independently of the media stream being streamed to the second client computer; and

altering at the client computer a presentation timeline of the media stream in order to resynchronize the media stream of the first client computer with the media stream of the second client computer.

2.   (Original) A method as recited in claim 1, wherein the altering includes altering the media stream.

3.   (Original) A method as recited in claim 1, wherein the altering comprises compressing a presentation timeline of the media stream.

4.   (Original) A method as recited in claim 1, wherein the altering comprises increasing the speed at which the media stream is rendered.

5.   (Original) A method as recited in claim 1, wherein the altering comprises omitting selected frames from the media stream.

6.   (Original) A method as recited in claim 1, wherein the altering comprises using time-scale-modification to remove data from or add data to the media stream.

7.   (Original) A method as recited in claim 1, wherein the altering comprises jumping ahead to a later presentation time.

8.   (Original) A method as recited in claim 1, wherein the altering comprises pausing the presentation of the media stream.

9.   (Original) A method as recited in claim 1, further comprising:
storing at least a portion of the media stream in a data buffer; and
wherein the detecting comprises comparing the amount of data stored in the data buffer with a threshold.

10.   (Original) A method as recited in claim 1, further comprising:
detecting when the media stream has been globally resynchronized; and
altering the presentation of the media stream when the media stream has been globally resynchronized.

11.   (Original) A method as recited in claim 10, wherein the altering of the presentation timeline of the media stream when the media stream has been globally resynchronized comprises altering the presentation timeline to be the same as it was when the media stream was globally unsynchronized.

12.   (Original) A computer-readable memory which directs the client computer to perform the steps of the method as recited in claim 1.

13.   (Currently amended) An apparatus for use in a network system, the apparatus comprising:

    a receiving component to receive <u>at a first client computer</u> a plurality of media
        streams from a server computer in the network system<u>, the media streams
        being simultaneously streamed to multiple client computers including the first
        client computer and a second client computer</u>;

    buffers <u>at the first client computer</u> for storing <u>media of</u> the <u>received</u> media
        streams;

    a synchronizing component, coupled to the buffers, to determine if the plurality of
        media streams <u>at the first client computer</u> have become globally
        unsynchronized <u>with the media streams being simultaneously streamed to
        the second client computer</u>, a media stream being globally
        unsynchronized when the media in a buffer <u>at the first client computer</u> is
        greater than a first amount or less than an second amount<u>, and wherein
        the first client computer determines that it is globally unsynchronized
        independently of the media stream being streamed to the second client
        computer</u>; and

    a timeline modification component, coupled to the synchronizing component, to
        alter the presentation timeline of at least one of the media streams <u>of the
        first client computer</u> if the ~~plurality of~~ media streams <u>of the first client
        computer</u> become<u>s</u> globally unsynchronized <u>with the media stream of the
        second client computer</u>.

14.   (Original) An apparatus as recited in claim 13, wherein the timeline modification component is to alter the timeline of the at least one media stream by compressing the timeline.

15.   (Original) An apparatus as recited in claim 13, wherein the timeline modification component is to alter the timeline of the at least one media stream by omitting selected frames from the media stream.

16.   (Original) An apparatus as recited in claim 13, wherein the timeline modification component is to alter the timeline of the at least one media stream by using time-scale-modification to remove data from or add data to the media stream.

17.   (Currently amended) A computer-readable storage medium containing a program for resynchronizing a media stream, the program having instructions that are executable by a network client to perform steps comprising:

   receiving, from a server computer in the network, at ~~the~~ a first network client, a composite media stream including a plurality of media streams, the plurality of media streams being simultaneously streamed to multiple network clients including the first network client and a second network client;

   buffering, at the first network client, a media stream;

   detecting, at the first network client, when the ~~plurality of~~ media streams being streamed to the first network client ha~~ve~~s become globally unsynchronized with the media stream being simultaneously streamed to the second network client, wherein the media stream received by the first network client is globally unsynchronized with the media stream received by the second network client when the media in the buffer at the first network client is greater than a first amount or is less than a second amount, and wherein the first network client determines that it is globally unsynchronized independently of the media stream being streamed to the second network client; and

   altering, at the network client, a timeline of ~~at least one of~~ the media streams of the first network client in order to resynchronize the media streams of the first network client and the second network client.

18. (Original) A computer-readable storage medium as recited in claim 17, wherein the detecting comprises comparing current presentation times of the plurality of media streams to one another, and wherein the altering comprises altering the media stream of the plurality of media streams having a presentation time that is lagging behind the presentation times of one or more of the other media streams.

19. (Original) A computer-readable storage medium as recited in claim 17, wherein the detecting comprises comparing current presentation times of the plurality of media streams to one another, and wherein the altering comprises altering the media stream of the plurality of media streams having a presentation time that is ahead of the presentation times of one or more of the other media streams.

20. (Original) A computer-readable storage medium as recited in claim 17, wherein the altering comprises altering each media stream of the plurality of media streams.

21. (Original) A computer-readable storage medium as recited in claim 17, wherein the altering comprises compressing the timeline of the at least one media stream.

22. (Original) A computer-readable storage medium as recited in claim 17, wherein the altering comprises increasing the speed at which the at least one media stream is rendered.

23. (Original) A computer-readable storage medium as recited in claim 17, wherein the altering comprises omitting selected frames from the at least one media stream.

24. (Original) A computer-readable storage medium as recited in claim 17, wherein the altering comprises using time-scale-modification to remove data from the media stream.

25. (Original) A computer-readable storage medium as recited in claim 17, the program having instructions that are executable by the network client to further perform steps comprising:

detecting when the media streams have been resynchronized; and

altering the timeline of the at least one media stream when the media streams have been resynchronized.

26. (Original) A computer-readable storage medium as recited in claim 25, wherein the step of altering the timeline of the at least one media stream when the media streams have been resynchronized comprises altering the timeline to be the same as it was when the at least one media stream was globally unsynchronized.

27-42. (Cancelled)